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1 [Geographic Data Processing](#)

George Nagy, Sharad Wagle

June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2

Full text available: pdf(4.20 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



2 [Status report of the graphic standards planning committee](#)

Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Full text available: pdf(15.01 MB)

Additional Information: [full citation](#), [references](#), [citations](#)



3 [The Quadtree and Related Hierarchical Data Structures](#)

Hanan Samet

June 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 2

Full text available: pdf(4.87 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



4 [Computer Processing of Line-Drawing Images](#)

Herbert Freeman

January 1974 **ACM Computing Surveys (CSUR)**, Volume 6 Issue 1

Full text available: pdf(3.18 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



5 [Draft Proposed: American National Standard—Graphical Kernel System](#)

Technical Committee X3H3 - Computer Graphics

February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SI

Full text available: pdf(16.07 MB)

Additional Information: [full citation](#)



6 [Gaze-contingent display using texture mapping and OpenGL: system and applications](#)

Stavri G. Nikolov, Timothy D. Newman, Dave R. Bull, Nishan C. Canagarajah, Michael G. Jones, Iain D. Gilchrist

March 2004 **Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications**

Full text available:  [pdf\(685.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


This paper describes a novel gaze-contingent display (GCD) using texture mapping and OpenGL. This new system has a number of key features: (a) it is platform independent, i.e. it runs on different computers and under different operating systems; (b) it is eyetracker independent, since it provides an interactive focus+context display that can be easily integrated with any eye-tracker that provides real-time 2-D gaze estimation; (c) it is flexible in that it provides for straightforward modificati ...

Keywords: display, eye-tracking, gaze-contingent, image analysis, image compression, image fusion, openGL, texture mapping

7 Perceptually-driven decision theory for interactive realistic rendering

Reynald Dumont, Fabio Pellacini, James A. Ferwerda

April 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 2

Full text available:  [pdf\(471.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we introduce a new approach to realistic rendering at interactive rates on commodity graphics hardware. The approach uses efficient perceptual metrics within a decision theoretic framework to optimally order rendering operations, producing images of the highest visual quality within system constraints. We demonstrate the usefulness of this approach for various applications such as diffuse texture caching, environment map prioritization and radiosity mesh simplification. Although he ...

Keywords: Human vision, perceptually-based rendering, visual perception

8 A system for interactive acquisition and administration of geometric data for thematic map production

Klaus Tuerke

July 1976 **ACM SIGGRAPH Computer Graphics , Proceedings of the 3rd annual conference on Computer graphics and interactive techniques**, Volume 10 Issue 2

Full text available:  [pdf\(178.27 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Most computer assisted information systems for planning purposes are designed to produce thematic maps as output. Graphic data processing, on the other hand, has not yet reached the degree of perfection already achieved in other fields of EDP, e.g. commercial and statistical applications. The author and his colleagues are integrating cartographic data and presentation techniques gradually into an information system. Within the system being described, the geometric data base is considered as a line ...

9 Programmable applications: interpreter meets interface

Michael Eisenberg

April 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 2

Full text available:  [pdf\(4.42 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such *programmable applications*. As an example, we present "SchemePaint," a graphics

application that combines a MacPaint-like interface ...

10 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Full text available:  pdf(7.76 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

11 Multimedia document presentation, information extraction, and document formation in MINOS: a model and a system

S. Christodoulakis, M. Theodoridou, F. Ho, M. Papa, A. Pathria

December 1986 **ACM Transactions on Information Systems (TOIS)**, Volume 4 Issue 4

Full text available:  pdf(3.16 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

MINOS is an object-oriented multimedia information system that provides integrated facilities for creating and managing complex multimedia objects. In this paper the model for multimedia documents supported by MINOS and its implementation is described. Described in particular are functions provided in MINOS that exploit the capabilities of a modern workstation equipped with image and voice input-output devices to accomplish an active multimedia document presentation and browsing within docu ...

12 Appearance-perserving simplification

Jonathan Cohen, Marc Olano, Dinesh Manocha

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(3.66 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: attributes, color, maps, normal, parameterization, simplification, texture

13 Interactive display of very large textures

David Cline, Parris K. Egbert

October 1998 **Proceedings of the conference on Visualization '98**

Full text available:  pdf(1.59 MB) 

[Publisher Site](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: bandwidth-limited resource, interactivity, real-time display, texture caching, texture mapping

14 Terrain database interoperability issues in training with distributed interactive simulation

Guy A. Schiavone, S. Sureshchandran, Kenneth C. Hardis

July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7
Issue 3

Full text available:  pdf(443.34 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

Keywords: distributed interactive simulation, terrain databases

15 AMESPLOT—a higher level data plotting software system

Ian Hirschsohn

September 1970 **Communications of the ACM**, Volume 13 Issue 9

Full text available:  pdf(1.79 MB)


Additional Information: [full citation](#), [references](#), [citations](#)

Keywords: computer graphics, data display syntax, data plotting, display device independent software, hardware independent software, map display, plot elements, projection, self-scaled plots, tablet organization, user interaction

16 Designing and integrating user interfaces of geographic database applications

Agnès Voisard

June 1994 **Proceedings of the workshop on Advanced visual interfaces**

Full text available:  pdf(1.02 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we investigate the problem of designing graphical geographic database user interfaces (GDUIs) and of integrating them into a database management system (DBMS). Geographic applications may vary widely but they all have common aspects due to the spatial component of their data: Geographic data are not standard and they require appropriate tools for (i) editing them (i.e., display and modify) and (ii) querying them. The conceptual problems encou ...

17 A survey of methods for recovering quadrics in triangle meshes

Sylvain Petitjean

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Full text available:  pdf(3.91 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In a variety of practical situations such as reverse engineering of boundary representation from depth maps of scanned objects, range data analysis, model-based recognition and algebraic surface design, there is a need to recover the shape of visible surfaces of a dense 3D point set. In particular, it is desirable to identify and fit simple surfaces of known type wherever these are in reasonable agreement with the data. We are interested in the class of quadric surfaces, that is, algebraic surfa ...

Keywords: Data fitting, geometry enhancement, local geometry estimation, mesh fairing, shape recovery

18 Perceptually based brush strokes for nonphotorealistic visualization

Christopher G. Healey, Laura Tateosian, James T. Enns, Mark Remple
January 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 1

Full text available:  pdf(479.81 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An important problem in the area of computer graphics is the visualization of large, complex information spaces. Datasets of this type have grown rapidly in recent years, both in number and in size. Images of the data stored in these collections must support rapid and accurate exploration and analysis. This article presents a method for constructing visualizations that are both effective and aesthetic. Our approach uses techniques from master paintings and human perception to visualize a multidimensional data space.

Keywords: Abstractionism, Impressionism, color, computer graphics, human vision, nonphotorealistic rendering, perception, psychophysics, scientific visualization, texture

19 Visualizing information spaces: Intelligent visualization and dynamic manipulation: two complementary instruments to support data exploration with GIS

Gennady L. Andrienko, Natalia V. Andrienko

May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available:  pdf(1.68 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

To analyze spatially referenced data, i.e. data referring to geographical objects or locations, one should present them on a map. IRIS is a software system that supports exploration of such data by providing two main services: 1) automated generation of maps and 2) interactive facilities to dynamically manipulate the maps. Automated mapping is enabled by incorporation of generic knowledge on map design. This prevents errors in map design resulting in useless or even misleading presentations. It ...

Keywords: data exploration, dynamic manipulation, geographical information systems, visual interaction, visualization

20 AI and computational logic and image analysis (AI): Symbol representation in map image compression

Akimov Alexander, Pasi Fränti

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Full text available:  pdf(536.30 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We propose map image compression system, in which we separate text and symbol information from the rest of the data. The text and other symbols are stored as one bitmap for each symbol into a dictionary. The technical challenge of the work is to convert the symbol data directly to output format similar to that of the JBIG2 standard. In this way, the text elements and special symbols are compressed more efficiently but we still have the maps in compatible raster image format.

Keywords: compression, map images, navigation, symbol representation

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